

Graham Hutton

Programming in Haskell

Programming Haskell Graham Hutton

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Programming in Haskell Graham Hutton,2016-09 This extensively updated and expanded version of the best selling first edition now covers recent and more advanced features of Haskell *Trends in Functional Programming* Michał Pałka,Magnus Myreen,2019-04-23 This book constitutes the thoroughly refereed revised selected papers of the 19th International Symposium on Trends in Functional Programming TFP 2018 held in Gothenburg Sweden in June 2018 The 7 revised full papers were selected from 13 submissions and present papers in all aspects of functional programming taking a broad view of current and future trends in the area It aspires to be a lively environment for presenting the latest research results and other contributions described in draft papers submitted prior to the symposium Type-Driven Development with Idris Edwin Brady,2017-03-13 Summary Type Driven Development with Idris written by the creator of Idris teaches you how to improve the performance and accuracy of your programs by taking advantage of a state of the art type system This book teaches you with Idris a language designed to support type driven development Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Stop fighting type errors Type driven development is an approach to coding that embraces types as the foundation of your code essentially as built in documentation your compiler can use to check data relationships and other assumptions With this approach you can define specifications early in development and write code that s easy to maintain test and extend Idris is a Haskell like language with first class dependent types that s perfect for learning type driven programming techniques you can apply in any codebase About the Book Type Driven Development with Idris teaches you how to improve the performance and accuracy of your code by taking advantage of a state of the art type system In this book you ll learn type driven development of real world software as well as how to handle side effects interaction state and concurrency By the end you ll be able to develop robust and verified software in Idris and apply type driven development methods to other languages What s Inside Understanding dependent types Types as first class language constructs Types as a guide to program construction Expressing relationships between data About the Reader Written for programmers with knowledge of functional programming concepts About the Author Edwin Brady leads the design and implementation of the Idris language Table of Contents PART 1 INTRODUCTION Overview Getting started with IdrisPART 2 CORE IDRIS Interactive development with types User defined data types Interactive programs input and output processing Programming with first class types Interfaces using constrained generic types Equality expressing relationships between data Predicates expressing assumptions and contracts in types Views extending pattern matching PART 3 IDRIS AND THE REAL WORLD Streams and processes working with infinite data Writing programs with state State machines verifying protocols in types Dependent state machines handling feedback and errors Type safe concurrent programming Practical Aspects of Declarative Languages Bharat Jayaraman,2004-06-14 This book constitutes the refereed proceedings of the 6th International Symposium on Practical Aspects of Declarative Languages

PADL 2004 held in Dallas Texas USA in June 2004 The 15 revised full papers presented together with 2 invited papers were carefully reviewed and selected for presentation All current aspects of declarative programming are addressed

Mathematics of Program Construction Dexter Kozen, Carron Shankland, 2004-09-21 This volume contains the proceedings of MPC 2004 the Seventh International Conference on the Mathematics of Program Construction This series of conferences aims to promote the development of mathematical principles and techniques that are demonstrably useful in the process of constructing computer programs whether implemented in hardware or software The focus is on techniques that combine precision with conciseness enabling programs to be constructed by formal calculation Within this theme the scope of the series is very diverse including programming methodology program specification and transformation programming paradigms programming calculi and programming language semantics The quality of the papers submitted to the conference was in general very high and the number of submissions was comparable to that for the previous conference Each paper was refereed by at least four and often more committee members This volume contains 19 papers selected for presentation by the program committee from 37 submissions as well as the abstract of one invited talk titled Static Checking for Java by Greg Nelson Imaging Systems Department HP Labs Palo Alto California The conference took place in Stirling Scotland The previous six conferences were held in 1989 in Twente The Netherlands in 1992 in Oxford UK in 1995 in Kloster Irsee Germany in 1998 in Marstrand near Göteborg Sweden in 2000 in Ponte de Lima Portugal and in 2002 in Dagstuhl Germany The proceedings of these conferences were published as LNCS 375 669 947 1422 1837 and 2386 respectively *Programming Languages and Systems* Daniel Le Metayer, 2003-08-01 ETAPS 2002 was the

first instance of the European Joint Conferences on Theory and Practice of Software ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conferences This year it comprised 5 conferences FOSSACS FASE ESOP CC TACAS 13 satellite workshops ACL2 AGT CMCS COCV DCC INT LDTA SC SFEDL SLAP SPIN TPTS and VISS 8 invited lectures not including those specific to the satellite events and several tutorials The events that comprise ETAPS address various aspects of the system development process including specification design implementation analysis and improvement The languages methodologies and tools which support these activities are all well within its scope Different blends of theory and practice are represented with an inclination towards theory with a practical motivation on one hand and soundly based practice on the other Many of the issues involved in software design apply to systems in general including hardware systems and the emphasis on software is not intended to be exclusive **Generic Programming**

Roland Backhouse, Jeremy Gibbons, 2003-11-25 Generic programming attempts to make programming more efficient by making it more general This book is devoted to a novel form of genericity in programs based on parameterizing programs by the structure of the data they manipulate The book presents the following four revised and extended chapters first given as lectures at the Generic Programming Summer School held at the University of Oxford UK in August 2002 Generic Haskell

Practice and Theory Generic Haskell Applications Generic Properties of Datatypes Basic Category Theory for Models of Syntax

Proceedings of the Third ACM SIGPLAN International Conference on Functional Programming (ICFP '98), 1998

Programming in Haskell Graham Hutton, 2016-09-01 Haskell is a purely functional language that allows programmers to rapidly develop clear concise and correct software The language has grown in popularity in recent years both in teaching and in industry This book is based on the author s experience of teaching Haskell for more than twenty years All concepts are explained from first principles and no programming experience is required making this book accessible to a broad spectrum of readers While Part I focuses on basic concepts Part II introduces the reader to more advanced topics This new edition has been extensively updated and expanded to include recent and more advanced features of Haskell new examples and exercises selected solutions and freely downloadable lecture slides and example code The presentation is clean and simple while also being fully compliant with the latest version of the language including recent changes concerning applicative monadic foldable and traversable types

Mathematics of Program Construction, 2004

Programming Languages and Systems, 2002

Functional Programming and Input/output Andrew D. Gordon, 1993

Proceedings of the ... ACM SIGPLAN Haskell Workshop, 2003

Functional and Logic Programming, 1999

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Functional Programming, Glasgow 1990 Simon L. Peyton Jones, Graham Hutton, Carsten Kehler Holst, 1991

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Programming in Haskell Graham Hutton, 2007 Textbook on the functional programming language Haskell

Real-World Functional Programming Tomas Petricek, Jon Skeet, 2010-01-25 Real World Functional Programming is a unique tutorial that explores the functional programming model through the F and C languages

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